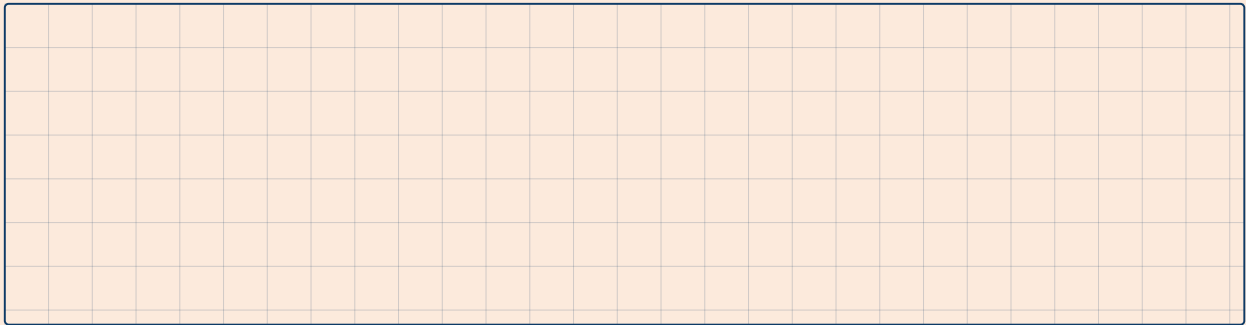


SLIDE A GAME TOKEN 2 SQUARES RIGHT

- 1 Draw a small L-shaped token on the squared paper for a board game.
- 2 Mark every corner of the token carefully.
- 3 Move each corner exactly 2 squares to the right, keeping the same up-down position.
- 4 Redraw the token in the new spot. Check it still faces the same way with no turn or flip.

WARM-UP

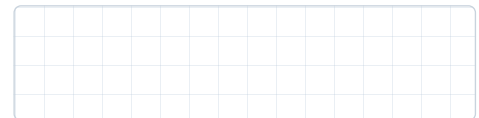
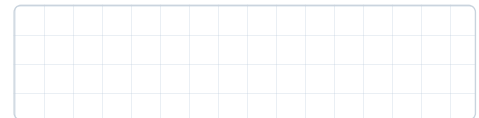
Use the squared working space to draw and slide shapes for the game.



1. Draw a small game token then slide it 2 squares right and redraw it facing the same way
2. Draw the same token and slide it 3 squares down, checking every corner moves alike
3. Draw the token once more and slide it 4 right and 1 up to reach a target outline

PRACTICE

- 1 In a board game, push your token 2 squares right across the play grid. Does it keep facing the same way?
- 2 Your play piece slides 3 squares down the game board. Have all its corners moved the same distance the same way?
- 3 During a strategy game, move your shape 2 squares left and 1 square up on the squared board. Does it face exactly the same way?

**SPOT THE MISTAKE**

Tadhg slides a triangle 3 squares to the right on squared paper like this:

He moves it 3 squares right and also turns it so it points the other way.

Tadhg made a mistake. What should a slide do to the shape?

REFLECT

How can you tell a slide from a flip or a turn just by looking?

